
SAVAGE WORLDS

CRAFTING AND RESOURCES

*Rules for crafting weapons, armor, and other items
and for the searching and harvesting of crafting resources*

Release

1.1 – May 26 2014

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Crafting

Inspired by video games like Skyrim and World of Warcraft, these rules are very abstract and are more about creating mundane items. These rules are not for items with supernatural powers or effects, those are better covered by something like the “Weird Science” arcane background.

The Crafting Skill

Crafting is a catch-all skill that covers a wide range of specialties and is Smarts-based. Each specialty requires it's own Crafting skill.

Specialties

Just as the Knowledge skill requires focus, so to does the Crafting skill. Below is an example list of various crafting specialties:

- **Alchemy:** This specialty is for the creation of potions, oils, salves, and similar items.
- **Armorsmithing:** Crafting of armor primarily from metal.
- **Blacksmithing:** This covers metal tool-making and general metalworking.
- **Bowyer/fletcher:** This covers the making of bows, bowstrings, and arrows.
- **Gunsmithing:** This covers the creation of firearms, from pistol frames and rifle stocks, to barrels and ammunition.
- **Jewelsmith:** Focuses on jewelry and other fine metalwork.
- **Leatherworking:** Focuses on items made primarily from leather, including leather armor.
- **Tailoring/Weaving:** This specialty focuses on making of clothing, garments, and other items made from cloth.
- **Trapmaking:** This specialty focuses on making traps.
- **Weaponsmithing:** All things weapon-related
- **Woodworking:** All things with wood; from barrel making, to carpentry, to woodcarvings.

The Crafting Process

The crafting process is treated similar to a “Dramatic Task”, in that there are several skill checks required when

crafting an item. In addition, there are other requirements and conditions needed when crafting an item.

The crafting process represents a character focussing on the project for most of their time. If a character isn't focused on the project at hand (like adventuring) then the time it takes to finish the project is doubled.

- **Tools and Facilities:** Creating any item requires specialized tools and/or crafting facilities. Lacking tools imposes a -2 penalty. Lacking facilities imposes a -4 penalty.
- **Crafting Materials:** Crafting an item requires raw materials, which have a value equal to one-half the cost of the final item. Each item will have their own list of required raw materials for the crafting process.
- **Skill Checks:** Crafting an item requires three skill checks; one to create a roughed out item, a second to smooth out and refine the item, and a third check to add in minor details and to finish up the item.

If any skill check fails, the item is not ruined, however the crafting process is extended by one more Crafting Interval and another skill check is required. If there are two failed skill checks in a row, the item is ruined. Roll a D6. On a 1 or 2, one-half the raw materials are salvageable. On a 3-5, one-quarter is salvageable. On a 6, all the materials are lost.

- **Crafting Time:** The time required to craft an item is dependent on the cost of the final item and it's complexity.

To find how long it takes to craft an item, first divide the selling cost of the item being made by 100 (rounded up to the nearest whole number). Now find the “crafting interval” of the item being made. This determines how long it will take to craft the item. Items with a cost of “Military” should be treated as needing a week, minimum.

The crafting time assumes all necessary materials and components are at hand and ready to be used in the crafting process. If some items are not ready, then they must either be crafted first or obtained in some other manner.

- **Accelerated Crafting:** By voluntarily taking a -2 penalty to your crafting skill checks, the crafting time is reduced to one-half of normal. Items created this way can never be of Masterwork quality (see below).

Item Complexity and Crafting Intervals

Item Complexity	Crafting Interval	Examples
Simple	Day	Clothing Light armor (leather, etc) Simple weapons (club, knife, etc) Survival shelter (collapsible tent, etc)
Moderate	Week	Building (tavern/inn, etc) Fine clothing Medium armor (chainmail, etc) Simple mechanism (a lock, etc) Weapon (axe, sword, etc)
Advanced	Month	Complex building (castle, etc) Complex mechanism (a clock, etc) Complex weapon (crossbow, etc) Heavy armor (plate, etc) Vehicle

Masterwork Items

Masterwork items are those items that convey exceptional craftsmanship.

Crafting Masterwork Items

Creating masterwork items is just like crafting a normal quality item, except as noted here.

- **Raw Materials:** Creating a masterwork item requires additional raw materials, costing one-half the value of the base item.
- **Crafting Time:** The crafting time required to craft a masterwork item is doubled.
- **Masterwork Component:** When creating a Masterwork item, the character must make two additional skill checks, one to create the masterwork components and another to integrate them into the base item. Both of these skill checks have a -2 penalty.

If both skill checks succeed, then the item will be of Masterwork quality when the item is finished. If either of these skill checks fail, then the Masterwork component is ruined, all the raw materials are wasted in the attempt, and the item is not of masterwork quality. While the masterwork component may be ruined, the item can still be finished, but is of normal quality.



Benefits of Masterwork Items

While for most items there is no benefit to being a masterwork item beyond an increase in value, there is a marked benefit for armor, shields, and weapons.

- **Value:** The value of any masterwork item is double that of a normal item of the same type and it is harder to break/destroy (it's Toughness is increased by 1).
- **Armor and Shields:** Masterwork armor and shields weigh two-thirds of normal and the armor bonus it provides is increased by 1.
- **Weapons:** Masterwork weapons have a +1 bonus to any attack roll made with it and it is harder to break/destroy (it's Toughness is increased by 1).

Crude Items

Crude items are those items made “right now” at the expense of the item's durability and craftsmanship.

Crafting Crude Items

Creating crude items is just like crafting a normal quality item, except as noted here.

- **Tools and Facilities:** Most crude items do not require any specialized tools or facilities, however certain items (notably weapons and armor, or anything metal) might still require them.
- **Raw Materials:** Crude items require less raw materials, costing one-fourth the value of the base item.
- **Crafting Time:** The crafting time required to craft a crude item is reduced by one-half.

Benefits of Crude Items

Crude items do not provide much benefit other than being able to be crafted with minimal materials and time invested.

- **Value:** The value of a crude item is one-fourth that of a normal item of the same type and it is easier to damage (it's Toughness is reduced by 1).
- **Armor and Shields:** Crude armor and shields are mechanically similar to armor/shield of the same type, but whenever the character is hit roll a D6. On a 6, the armor bonus of the armor/shield is reduced by 1. When it reaches 0 the armor/shield becomes useless and must be repaired.
- **Weapons:** Crude weapons suffer a -1 penalty to any attack roll made with it and it is easier to break/destroy (it's Toughness is reduced by 1).

Unique Materials

Some items require certain unique materials in the crafting process. Using such materials is treated in a similar manner as a masterwork item, treating the unique material as the masterwork component.

Forgery

You can try to create a forgery with any crafting skill. Creating a forgery requires only one-half the raw materials, crafting time, and only two skill checks to complete. Anyone trying to determine if the item is a forgery must make a Notice check. They suffer a -1 penalty for each raise you got during the crafting process. Anyone with expert knowledge (D8+) in the area-of-expertise that the item belongs to has a +2 bonus to this check.

Resources

This section details the rules for searching, obtaining, and harvesting of resources. The rules herein are for those resources that are obtainable with some effort. Those resources that truly are rare and exotic are not handled within these rules, obtaining such resources should be an adventure itself.

The rules here are mainly focused for fantasy settings, but can be used within any setting, with some tweaking by the GM to suit their campaign.

Resource Types

There are five resource types; Alchemical, Creature, Mineral, Natural, and Salvage. The resource type is important as it determines what skills are used when searching for and harvesting it, and how long it takes.

- **Alchemical** resources are those resources that are unnatural and can only be obtained through an alchemical process.
- **Creature** resources come from creatures, both the living and undead. This also includes sentient creatures.
- **Mineral** resources come from the earth, including gemstones, rocks, and ores.
- **Natural** resources are those that come from plants, trees, and other natural resources.
- **Salvage** resources are those resources obtained by breaking down man-made objects and items into their individual components.

Searching for Resources

The time it takes to search for a resource depends on the rarity of it. Searching for a resource requires a Common Knowledge check, plus the listed modifier described below. If a character has a skill that is D8 or higher and is relevant to the resource being searched (like Knowledge: geology when mining for iron ore), they gain a +2 bonus to the check. Each check represents one "Search Interval", as indicated on the table below.

- **Common** resources can be obtained with little effort. These resources have no penalty.
- **Uncommon** resources require some effort in locating, but are not too terribly hard to obtain. These resources impose a -1 penalty.
- **Rare** resources are not abundant, but can still be obtained with dedicated effort. These resources impose a -2 penalty.
- **Exotic** resources are either from a foreign land or are so rare that to obtain one should be an adventure in itself.

Resource Rarity and Search Intervals

Item Complexity	Search Interval	Examples
Common	Hour	Cedar wood Copper ore Deer horn
Uncommon	Day	Bear hide Silver ore
Rare	Week	Diamond Gold ore Sequoia redwood
Exotic	Special	Dragon bones Unicorn horn

The Harvest Skill

Harvesting a resource requires the use of the Harvest skill. Similar to the Knowledge skill, it is a Smarts-based skill that covers a wide range of specializations, one for each type of resource category (alchemical, creature, mineral, natural, and salvage). Each specialization requires it's own Harvest skill. You may only harvest a resource once per attempt.



Harvesting Time

The time it takes to harvest a resource depends on the resource type.

- **Alchemical** resources require one day.
- **Creature** resources require ten minutes.
- **Mineral** resources require one hour.
- **Natural** resources require ten minutes.
- **Salvage** resources require ten minutes.

Harvesting Results

The result of the harvesting check determines what type and how resources have been obtained. The success results are cumulative.

- **Success:** A success yields D4+2 Common resources.
- **Raise:** A raise yields D4-2 (minimum of 1) Uncommon resources.
- **Two Raises:** Two raises yield 1 Rare resource.
- **Failure:** On a Failure yields D4-2 Common resources (0 or below results in nothing harvested).
- **Critical Failure:** On a Critical failure, the resource is somehow ruined during the harvesting process. In addition to a ruined resource, certain resources may pose a danger with a critical failure, like poisoning yourself while retrieving a poison stinger from a venomous creature.

Specific Resources

Sometimes a character is looking for a specific resource and is handled by a penalty to the harvesting skill check. Only Uncommon and Rare resources can be targeted for specific harvesting. Obtaining an exotic resource should be it's own adventure.

- **Modifiers:** Uncommon resources have a -2 penalty, while Rare resources have a -4 penalty.
- **Failure:** If the skill check failed, then the resource was ruined in the process of retrieving it.